Play

Builder Bob has a strike on his hands. You control Builder Bob, whose daunting task it is to work his way around the whole building site painting as he goes. He must complete each scaffold before moving on. The striking workers will try to stop Builder Bob, they will chase him, so don't let them catch him. These strikers are not as silly as you think, they know their way around. Bob can slow them down by dropping glue in their path, or he can jump from level to level to avoid them – but mind where he jumps.

Loading Instructions

TAPE VERSION –

Place the tape in the Datacorder. Ensure it is fully re-wound.
AMSTRAD 664/6128 Type I TAPE press ENTER.(I = shift @ key).
AMSTRAD 464/664/6128 Press CTRL key and the small ENTER key simultaneously.

DISK VERSION –

Insert disk label uppermost.
Type RUN ''HIRISE'' press ENTER.

Control

Use cursor keys or joystick to move Bob or to alter the scaffold number.
Any key or fire button to start the game.
Space bar to drop glue.
Fire button or shift key to run/jump off edge of scaffolding.
P – Pause the game – any key to restart.
A – To abort the game.
F – Make chasing men faster.
S – Make chasing men slower.
H – Hi Score screen – only entered on opening screen.

Have you written a program – then contact
Bubble Bus Software – GOOD rates for good programs.

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